

XBOX

DEAD OR ALIVE 3

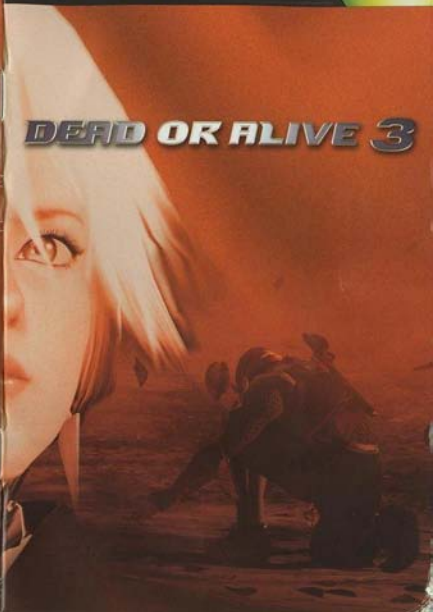
www.deadoralive3game.com



TECMO KAPLAN

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DEAD OR ALIVE 3



About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions.

Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Table of Contents

Using the Xbox™ Video Game System	2
Using the Xbox Controller	3
Prologue	5
Game Controls	6
Starting the Game	8
Basic Operations	12
Game Modes	16
Option Settings	22
Basic Battle Know-How	25
Characters	27

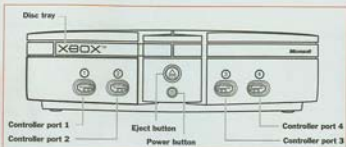
Thank you for purchasing Dead or Alive® 3 software for the Xbox™ Video Game System from Microsoft. In order to get the most out of the game, please read this game manual thoroughly before playing.

The game screens used in this manual may differ from those of the actual game.

Dead or Alive® 3 supports Dolby Digital 5.1ch. Dolby Digital 5.1ch output requires a compatible system including speakers and either an Xbox Advanced AV Pack or an Xbox High Definition AV Pack, both of which are sold separately.

Dead or Alive® 3 supports the progressive display format (480p), which requires a compatible television and an Xbox High Definition AV Pack (sold separately).

Using the Xbox™ Video Game System



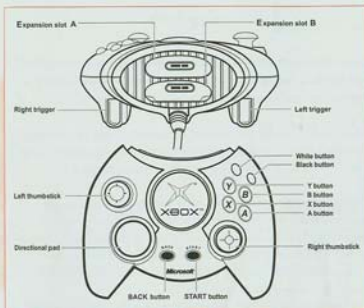
1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Dead or Alive® 3 disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing Dead or Alive® 3.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller



1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players; insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Dead or Alive® 3.

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Prologue

Ryu Hayabusa, the Super Ninja, put a stop to the evil doings of Tengu Bankotsu-bo. But it was too late to stop the Tengu of Destruction from triggering a massive, worldwide collapse.

The collapse churns up a dense cloud that covers the entire planet in a shroud of darkness and fear. DOATEC has gone astray, turning into the hunting grounds for power-hungry scam artists.

This is when DOATEC's Development Department - a fortress for state-of-the-art military technology - witnesses the success of a genius. Following Project Alpha and Project Epsilon, the ever-ambitious Dr. Victor Donovan completes the Omega Project, producing a new superhuman.

Genra.

This man, who was once leader of the Hajin Mon Ninja, is no longer human. He - or It - is a force of singular and unprecedented capabilities.

A slaughterhouse has now been provided as the exclusive domain of the Omega superhuman. It is a realm that has come to be known as the World Combat Championship, "Dead or Alive 3."

Game Controls

This game is designed for use by one to four players. This section describes basic controller operations.

Directional pad

Controlling characters
Menu selection, etc

X button

Free (Hold and Guard)

Y button

Punch

A button

Throw (evade throw)
Confirm in the menu, then proceed to the next screen.

B button

Kick
Cancel in the menu and return to the previous screen.

White button

Punch + Kick

Black button

Tag change (for use during Tag battle only)

Right trigger

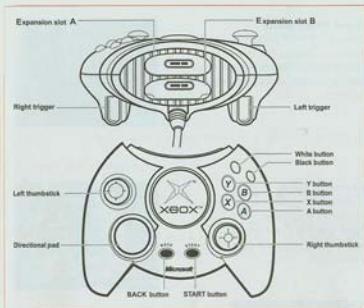
Free + Kick

START button

Pause during game
Confirm in the menu, then proceed to the next screen.

BACK button

Cancel in the menu and return to the previous screen.



Game Reset

You can perform a soft reset and return to the title screen by holding down the START and BACK buttons for three seconds.

Operations shown in black letters are battle operations.

■ Represents the X button in the game. Likewise, ■ represents the Y button and ■ represents the B button.

- * To play with two or more players, you will need to purchase a controller (sold separately).
- * Use the Options mode (page 21) to switch the vibration function on and off.
- * The operation method shown uses the default button assignments. Use Controller Settings in Options mode to change settings.
- * Pressing the START button pauses the game.

Starting the Game

Game Mode Select

Press the **START** button on the Title screen to display the Game Mode Select screen. Use the directional pad to select a mode and press the **A** button.



Character Select

Use the directional pad to select a character, then press the A button. Next, use the directional pad to select the character's costume and press the A button.



Rules

1. Criteria for winning battles

In battle, the conditions specified below are required for a set victory and the player that wins the predetermined number of sets wins the battle.

KO: Opponent's health falls to 0.

Time Up: Your health is greater than your opponent's at time up.

2. Draws and sudden deaths

A draw occurs when both parties have the same amount of health remaining at time up, or in the event of a double KO. In the event of a draw, both parties earn points for that set. If both parties reach the number of sets required for victory at the same time, a sudden-death match is held. If there is no clear winner even after sudden-death combat, the champion is declared the winner.

3. Continue

Press the START button within the allotted time following Game Over to issue another challenge.



Battle Screen



Set count:

Displays the number of sets required for victory. One light will illuminate for each set victory. The battle is won when all lights are lit.

Each side in a tag-team battle will show two life gauges. The life gauge for the character in combat will be displayed at the front.

Time:

Time up occurs when this counter reaches 0.
The side with the most remaining on his or her life gauge wins.

Life gauge:

A player loses if his or her gauge drops to 0.

About the menu during game pause

Pressing the START button during a game pauses the game. A menu screen will be displayed.



CONTINUE:

Closes the menu and continues the game.

COMMAND LIST:

Displays the command list for the character.

CHARACTER SELECT:

Ends the game and returns to Character Select screen.

QUIT:

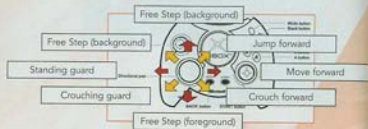
Ends the game and returns to the title screen.

Basic Operations

This section explains the basic operations applicable to all characters. The following operations assume that the character is facing toward the right.

Character Movements

- ⇐⇐ Forward dash ⇐⇐ Run
- ⇐⇐ Backward dash ⇐⇐ Crouching dash



Free Steps

- ⇐ Background movement
- ⇐ Foreground movement

Free steps allow you to control the character freely. During a free step, use the directional pad to move the character in any direction.

Let go of the directional pad to snap out of the free step.

Legend

The ● button shown is the X button, the ● button is the Y button and the ● button is the B button (when default settings are used).

- ⇐ Indicates a short press of the directional pad, while the ⇐ indicates a long press.

Strikes

- Punch
- Kick



Each character has their own strike moves. Combining them with the use of the directional pad, you can execute various attacks.

Types of attacks

- | | |
|--------------------|--|
| High attack: | Hits standing opponents |
| Middle attack: | Hits both standing and crouching opponents |
| Low attack: | Hits both standing and crouching opponents |
| Super High attack: | Hits standing opponents, no guarding |

Critical Combos

When your opponent staggers, you have an opportunity for a series of attacks. String your strikes together in the right combination to cause maximum damage.

Guarding

- Standing guard
- Crouching Guard

Attacks can be made high, in the middle, or low. You can parry high and middle attacks with standing guards, and low attacks can be parried with crouching guards. You can guard against high attacks by crouching and low attacks by jumping.



Throws

👉👉 Ordinary throw



👉👉👉 Low throw



When your character is too close to your opponent, you can use the F + P buttons to throw him or her. Different characters have their own special throws. Use the directional pad in combination with the F + P buttons to execute more powerful throws.

Evade Throws

👉👉 Evading Ordinary throws

(well-timed) 👉👉👉 Evading a string of throws

Ordinary throws can be evaded by pressing the F + P buttons the instant you're thrown. Some characters will throw again soon after the first throw. Well-timed use of the F + P buttons will enable you to evade that throw.

Holds

(Against a high attack) 🏹👉 High hold

(Against a middle attack) 🏹👉👉 Middle hold

(Against a low attack) 🏹👉👉👉 Low hold



By properly timing the entry of your command against the strikes of your opponent, you can fend off his or her attacks and launch a counterattack. Be aware, however, that the method of entering the Hold command differs depending on the type of strike.

Critical Hold

When you receive a hit as a counter, you may be forced into "critical status," during which time you'll be unable to guard yourself or attack. Critical Hold will relieve you from critical status, providing a chance to recover from an unwanted situation.

Down Attacks

🏹👉👉👉 Down attack



🏹👉 or 🏹👉👉 Follow-up attack



When a character goes down, you can execute a follow-up attack. Use the P or K button for the follow-up attack, depending on the character.

Down attack

Down attack causes more damage to the opponent, but it also gives the opponent an opportunity to retaliate while you are trying to attack.

Getting Up

Press 🏹 button several times in succession

Get up quickly at your present location

Press 🏹👉 button several times in succession

Roll toward the background and get up

Press 🏹👉👉 button several times in succession

Roll toward the foreground and get up

(While getting up) Press 🏹 button several times in succession

Rising middle kick

Press 🏹👉👉 button several times in succession

Rising low kick

Use the directional pad to get up after being knocked down. Some characters also have special attacks that can be used while getting up.

Game Modes

There are nine different game modes. Two players can play in Versus mode or during a surprise attack. When two or more people play, additional controllers are required (sold separately).

STORY MODE

This mode allows you to follow a story involving the character you have selected, and to attempt to complete the story. Battle in a tournament against the computer - if you defeat all of the enemies, the game will clear and you will be on your way toward completing the story. However, if another player interrupts during play, you must engage in battle with him or her.

At Game Over, the screen will switch to the Continue screen. Press the START button while on this screen to resume play from Game Over. There is no limit to the number of times the game can be continued.



TIME ATTACK MODE

In this mode your score represents the time it takes to clear the game of computer opponents. A single match consists of eight fights, while a tag match requires five. The result will be displayed after clearing the game. If the total time ranks you in the top 10, your name can be entered.



VERSUS MODE

This mode allows players to fight against each other. You can choose from a single match or a tag match. Various fighting styles are possible by changing the health and the number of settings in Options mode.

When the battle is over, a menu will be displayed.



AGAIN:
CHARACTER SELECT:
QUIT:

Repeats the battle under the same setting.
Return to Character Select screen.
Return to the title screen.

SURVIVAL MODE

This mode is one in which you fight against a succession of computer opponents until your health is depleted. Points are added according to the time that it takes you to clear a round and the items that appear during the game. The total score when the game is over determines your ranking. In this mode, your health recovers a certain amount after the completion of each round. The key point is to minimize damage while scoring the most points possible during battle. If the total score ranks you in the top 10, your name can be entered.

Surprise-attack combat OK
You cannot Continue in this mode.
The game will finish at Time up or in the event of a Draw.



Items appear when you beat your opponent or when you deliver a Down attack to the opponent on the ground. Items will give you health or points. There are several different types of items, and each has a different effect. Items will disappear after a certain amount of time.

Danger Reach

If you set off a danger explosion during a game, in addition to earning 3,000 points, you will enter bonus time known as Danger Reach. During Danger Reach, you can increase your score significantly; such as by earning double the normal points for items or earning extra points for strikes and throws. Set off another danger explosion while you are in Danger Reach to continue Danger Reach status. Your ability to maintain Danger Reach will be a major factor in achieving high scores.

* There are many other ways to earn points, such as time bonuses and appeal bonuses.

TAG BATTLE MODE

This mode allows you to form a tag team of two characters and conduct a two-on-two tag battle. Single players can play five tournaments against the computer, fight another player, or engage in battles of up to four players simultaneously.

Surprise attack combat OK.

You can combine tag teams in any way you choose, but you cannot select the same character twice for a tag team.

Entry

Use the directional pad to select the team you'd like to join. The team without any human players will be controlled by the computer.



Four-Player Simultaneous Play

Four players can enjoy tag-team battles simultaneously. A good combination of team members is the key to victory in four-player simultaneous play.

The number of potential players depends on the number of controllers connected to the controller ports.

A maximum of four controllers will be required. To play the game with two or more players, you'll need to purchase one or more controllers, which are sold separately.

Rules

Knock out both opponents to win. Use Options to adjust the number of sets.

TAG CHANGE

⬅➡⬅➡ Tag Change

Press F + P + K during a bout to switch a character in battle with a tag partner. Characters not engaged in combat will gradually recover their health. When a character has already been knocked out, he or she cannot be used again.

Tag Combos

When your opponent is floating or in critical status, you can perform a quick tag change. Practice this skill, and your team will function as a powerful unit.

Attack Change

⬅➡⬅➡ Attack Change

⬅➡⬅➡ Attack Change

The fighting character can switch places with his or her tag partner, which can then unleash an attack.

Down Attack Change

⬅➡⬅➡ Down Attack Change

By pressing ⬅F + P + K while the opponent is down on the ground, the fighting character can switch places with his or her tag partner while the tag partner unleashes a Down attack.

Tag Combo Attack

(Near your opponent) ⬅➡⬅➡ Tag Combo Attack

In a tag battle, a tag combo attack can be performed by two characters. Either character can start a combo. The tag combo attack to be used depends on the combination of the two characters involved. However, the tag combo attack can't be used if one of the characters has been knocked out.



* Certain pairs of characters have their own special tag combo attacks.

TEAM BATTLE MODE

This mode allows you to form a team of up to five characters so that you can battle team against team. You can play against another player or against the computer.

SPARRING MODE

This mode allows you to learn the basic systems and techniques of the game, and to practice moves freely. Use it to train for real battles by practicing holds and developing original mid-air combos.

- * This mode is for one player only.
- * There are no KO's. You can continue training until you exit the mode.
- * Press the START button on the sparring screen for the Sparring Mode Menu that allows you to change settings such as the behavior patterns of the COM. Use the directional pad to move the cursor and to select and change settings.



SPARRING MODE MENU

CONTINUE:

COM 1st ACTION:

COM 2nd ACTION:

COUNTER:

COMMAND MODE:

COMMAND LIST:

RESET POSITION:

CHARACTER SELECT:

QUIT:

Closes the menu and resumes sparring.

Sets the action of the computer character.

Sets the action of the computer character after it has been attacked.

Configures the counter setting.

Enables you to practice move commands.

Displays the command list.

Returns the character to its initial position.

Returns to Character Select screen.

Ends sparring and returns to the title screen.

WATCH MODE

This mode allows the user to watch a computer-operated battle, which will continue until the mode is turned off.

- * Physical strength and battle time are unlimited. However, the specified options will not be reflected in this mode.
- * When you want to change characters, pause the game by pressing the START button and choose CHARACTER SELECT.
- * Select QUIT to exit this mode.

OPTIONS MODE

This mode allows a player to change game settings to suit his or her preferences. For further details, see page 22, "Option Settings."



Name Entry

If your score ranks in the top ten in the Time Attack or Survival modes, you can record your name.

You can view the rankings inside the RANKING menu in Options.

Option Settings

Players can select **OPTIONS MODE** from the Game Mode Select screen to reconfigure the game to suit their preferences.

GAME SETTINGS

These settings control the difficulty of the game and rules.

DIFFICULTY:	Sets the skill levels (degree of difficulty) of computer opponents
MATCH POINT:	Sets the number of rounds one must win to clear a stage
LIFE GAUGE:	Sets the amount of health
ROUND TIME:	Sets the amount of time for a single round
DEFAULT SETTING:	Restores default settings
EXIT:	Returns to Options Mode screen

* Some game modes don't allow you to change settings.

AUDIO SETTINGS

Settings for game sound

MUSIC VOLUME:	Sets the music volume
S.E. VOLUME:	Sets the sound-effect volume
VOICE VOLUME:	Sets the character's voice volume
SOUND TEST:	Lets you listen to the game's soundtrack

LANGUAGE SETTINGS

These are the language settings for use in the game.

MENUS:	Sets the language for menus
SUBTITLES:	Sets the subtitle language for use in the game

CONTROLLER SETTINGS

These are the controller settings.

BUTTON CONFIG.:	Configures the functionality of each button on the controller
VIBRATION:	Switches the vibration function on and off
ANALOG BUTTON:	Enables/disables the button's analog input

VIDEO SETTINGS

These are the general settings for the screen.

REGULATOR:	Sets the gamma value, brightness and contrast.
ENDING MOVIE:	Sets the display mode for the movie on wide-screen television (Applies only to wide-screen televisions)

RANKING

You can check the rankings for Time Attack mode and Survival mode.

TIME ATTACK RANKING: Displays the ranking for the Time Attack mode

SURVIVAL RANKING: Displays the ranking for the Survival mode

CHARACTER RANKING: Displays the frequency with which each character is used

SOFTWARE INFO

Displays information on the DEAD OR ALIVE® 3 software.

EXIT

Exits the Options screen and returns to the Game Mode Select screen.

* Option settings are automatically saved to the hard disk.

* Do not turn off your Xbox console during saving.

Basic Battle Know-How

The techniques and tips below will help you win Dead or Alive 3 battles.

Defensive Position

When you are about to be knocked to the ground, press the P, K, or F button to adopt a defensive position and avoid going down.

* The defensive position cannot be used against some types of attacks.

Counters

Use the same type of attack as your opponent – strike or throw – to execute a counterattack. A counter causes more damage to your opponent than a normal attack. In addition, when a strike is used to counter a throw or a throw is used to counter a hold, an even more powerful high counterattack is launched, doing massive damage to your opponent.

Attacks and defense by the wall



With some strike moves, if you strike near the wall you can send your opponent toward the wall. Proper use of this move, such as putting some distance between yourself and your opponent, or forcing him or her toward the wall, will help turn the fight in your favor.

You can also release multiple attacks upon an opponent who still has not recovered from the hit against the wall.

Some throws change if used near the wall.

* Escaping from the Wall

When you are thrown against a wall, you will lie helpless against it for a certain amount of time if you're still suffering from the damage.

In such a case, press  or  on your directional pad as you're getting up so that you lean against the wall at a slight angle as you get up.

Off the Edge

Stages such as "LOST WORLD" and "LORELEI" feature multiple levels. You can send your opponent off the edge by striking or throwing him or her near the edges of these stages, or by the wall. Be aware that falling to the lower levels of these stages will result in damage. The key to winning is using free steps to position yourself in accordance with the layout of the stage.











* When you send an opponent off the edge, your character will jump down after him or her, but you will not receive any damage.

* The tiered structure will differ depending on the stage. You cannot fall off the edge in some places.

* Not all attacks allow you to send your opponent off the edge.

Characters

Dead or Alive 3 Legend

Symbol	Buttons Used	Meaning
	directional pad	Brief press
	directional pad	Long Press
	directional pad	 from neutral position
	directional pad	Semi-circle
	directional pad	Full circle
	X button	Free button
	Y button	Punch button
	B button	Kick button
	Simultaneously	Perform the moves to the left and right of this symbol at the same time
*	Pause	Perform the moves to the left of this symbol, pause, and then continue with the moves to the right of this symbol.

Instructions for keys apply when the characters are facing to the right.

Kasumi

Kasumi is a kunoichi (female ninja) who was ordained as leader of the "Mugen Tenshin" style. Instead of accepting this position, she became a "runaway shinobi" so that she might avenge her brother, Hayate, who was partially paralyzed by DOATEC.



Day after day she is forced to defend herself from attempts on her life by highly skilled assassins. Then, one day, Kasumi learns that Hayate is to be at the DOA tournament. Though she finally meets her long-lost brother in this last tournament, it is impossible for a runaway shinobi ever to return home in peace.

Nationality:	Japanese
Gender:	Female
Birthday:	February 23, age: N/A
Blood Type:	A
Height/Weight:	5'2", 106 lbs
Body size:	835" W21" H33"
Fighting Style:	Mugen Tenshin Style Ninjutsu Tenjin Mon
Occupation:	Runaway shinobi
Likes:	Strawberry millefeuille
Hobbies:	Fortune telling

Attacks

Ren-Kaio-Sentotsu	★★★★
Renzuki-Hakuro	★★★★
Renko-Rishu	★★★★
Ren-Engetsu	★★★★
Renzuki-Fukasen	★★★★
Senko-Tenshu	★★★★
Muei-Hangetsu	★★★★
Mugen-To	★★★★
Tenbu-Shu	★★★★
Rengo-Kyaku	★★★★
Getsuin	★★★★
Mai-Ogi	★★★★
Tsumuji	★★★★
Rekkuga	★★★★
Hakuro-Kyaku	★★★★
Oboro-Giri	★★★★

Next to wall

Throws

Oboro-Gake	White turning
Hien-Saka-Otoshi	Throw combo
Ibara-Otoshi	Throw combo
Niji-Shibuki	Low throw

Ryu Hayabusa

Ryu, the modern super ninja, is the best friend of Kasumi's brother, Hayate. In the last tournament he successfully brought down Bankotsu-bo - the feared Tengu of Destruction - who had brought chaos to the whole world. But before he allows himself to relax in a new era of relative peace, Ryu Hayabusa must enter the tournament again, this time to save the world from Genra, an evil being created by the DOATEC.



Nationality:	Japanese
Gender:	Male
Birthday:	June 15, age: 23
Blood Type:	A
Height/Weight:	5'10", 154 lbs
Body size:	B41" W33" H36"
Fighting style:	Hayabusa Style Ninjutsu
Occupation:	Owner of curio shop
Likes:	Sushi
Hobbies:	Mountain climbing, fishing

Attacks

Ren-Jaki-Barai	★★★★
Raishin-Geki	★★★★
Yami-Barai	★★★★
Shinso-Zuki	★★★★
Gargo-Sen	★★★★
Tennin-Kyaku	★★★★
Una-Chiso-Kyaku	★★★★
Jisuben	★★★★
Mai-Kiri	★★★★
Soku-Rento	★★★★
Tenma-Meido-Ha	★★★★
Geo-Sho	★★★★
Kikoku-Shintei-Kyaku	★★★★
Chisho-Kyaku	★★★★
Jinpu-Kyaku	★★★★

Throws

Kubikiri-Nage	★★★★
Hayabusa-Geri	★★★★
Gen-Ei	★★★★
Izuna-Otoshi	★★★★
Zanshu-Sen	Low throw

Hitomi

Hitomi is the daughter of a Japanese mother and a German karate master. She has been practicing karate under her father's tutelage since she was just a child. Hitomi has always wanted to fight in DOA in order to test her formidable skills against the real world, and her father has finally allowed her to participate.

"There must be many powerful opponents in this world," Hitomi tells herself, as she begins practicing her craft with a new degree of enthusiasm.



Nationality:	German	Attacks	
Gender:	Female	Ren-Fujin	☆☆☆☆
Birthday:	May 25, age: 18	Renzuki-Harai	☆☆☆☆
Blood Type:	O	Shotai-Da	☆☆☆☆
Height/Weight:	5'3", 108 lbs	Ren-Tenzo	☆☆☆☆
Body size:	B35" W23" H33"	Zangatsu	☆☆☆☆
Fighting style:	Karate	Fujin	☆☆☆☆
Occupation:	High school student	Tobi-Ushiro-Geri	☆☆☆☆
Likes:	Sachertorte (German chocolate cake)	Domawashi-Geri	☆☆☆☆
Hobbies:	Cooking	Enpi-Henka-Geri	☆☆☆☆
		Kama-Gaeshi	☆☆☆☆
		Nami-Gashira	☆☆☆☆
		Gyosho	☆☆☆☆
		Mawashi-Kekato-Nagi	☆☆☆☆
		Morote-Zuki	☆☆☆☆
		Eudo-Fujin	☆☆☆☆
		Kakato-Nagi	☆☆☆☆
		Throws	
		Shu-Su	☆☆☆☆
		Moka	☆☆☆☆
		Azusa-Yumi	☆☆☆☆
		Kobone-zuki	☆☆☆☆
		Low throw	☆☆☆☆

Zack

Zack, the funky dude who taught himself Muay Thai, returns to DOA. One day, after spending all his winnings from the last DOA tournament, Zack realizes he has a problem.

He has forgotten to do what he always wanted to do - enjoy the many luxuries of a Las Vegas vacation!

In order to whip up some cash for his Vegas trip, Zack is back in his combat mode, heading for DOA.



Nationality:	American	Attacks	
Gender:	Male	Mobius Rush	☆☆☆☆
Birthday:	April 3, age: 25	Genocide Rush	☆☆☆☆
Blood Type:	O	Strike Knuckle	☆☆☆☆
Height/Weight:	5'11", 172 lbs	Devil's Elbow	☆☆☆☆
Body size:	B42" W33" H33"	Triple Impact	☆☆☆☆
Fighting style:	Thai style boxing	Heaven Smash	☆☆☆☆
Occupation:	DJ	Inferno Rush	☆☆☆☆
Likes:	Ice cream	Revsian Heel	☆☆☆☆
Hobbies:	Billiards	Spring Kick	☆☆☆☆
		Zack Cyclone	☆☆☆☆
		Mephisto Rush	☆☆☆☆
		Tricky Hound	☆☆☆☆
		Cosaque Kick	☆☆☆☆
		Ducking Smash	☆☆☆☆
		Windup Bazooka	☆☆☆☆
		Boomerang Heel Kick	☆☆☆☆
		Zack Tornado	☆☆☆☆
		Throws	
		Knee Storm	☆☆☆☆
		Hard Rush	☆☆☆☆
		Beast Fang	☆☆☆☆
		Low throw	☆☆☆☆

Gen Fu

Gen Fu fought in DOA to obtain the money needed to cure his sick granddaughter, Mei Lin, who was suffering the ravages of a rare disease. Thanks to the prize money, Mei Lin is growing better and better every day. However, one last surgery, which will require a vast sum of money, is needed to cure her completely. To save the life of his granddaughter, Gen Fu fights once again.



Nationality:	Chinese
Gender:	Male
Birthday:	January 5, age: 65
Blood Type:	A
Height/Weight:	5'7", 172 lbs
Body size:	838" W40" H39"
Fighting style:	Xinyi Luha Quan
Occupation:	Bookstore owner
Likes:	Mabo Dofu
Hobbies:	Painting

Attacks

Hakuja-Rensui	☆☆☆☆
Ban-Ho-Yokei	☆☆☆☆
To-Sho	☆☆
Oda	☆☆
Uggu-Haito	☆☆☆☆
Sen-Shippo	☆☆
Senpu-Ha	☆☆☆☆
Han-Senpu	☆☆
Senpu-Zenko-Tei	☆☆☆☆
Tenshin-Koshu-Tai	☆☆
Jatoshin	☆☆☆☆
Byuket-Kakuo	☆☆☆☆
Soha	☆☆☆☆
Yoshi-Saikun	☆☆☆☆
Byakko-Soha	☆☆☆☆
Sohi-Kyaku	☆☆☆☆

Throws

Kokoi	Throw combo ☆☆☆
Kokai-San-Osa	☆☆
Unpei-Nichigetsu-Ha	☆☆
Batetto	Low throw ☆☆☆

Brad Wong

One day, the old master Chen, great teacher of Zui Ba Xian Quan, says to Brad: "Bring me the legendary drink. The name is 'Genra.'" These words are a riddle to Brad Wong, and he begins his journey in search of the mysterious "Genra." After three years of wandering, he finds himself in a fighting tournament.



Nationality:	Chinese
Gender:	Male
Birthday:	September 10, age: 30
Blood Type:	O
Height/Weight:	6'0", 168 lbs
Body size:	B45" W31" H36"
Fighting style:	Zui Ba Xian Quan
Occupation:	Bohemian
Likes:	Drinking
Hobbies:	Game of Go, Chinese Fiddle

Attacks

Ren-Senpu	☆☆☆☆
Ren-Chowan	☆☆☆☆
Kasenko_Yogeki	☆☆☆☆
Sohaku	☆☆☆☆
Ren-Sokuto	☆☆☆☆
Ren-Koshutai	☆☆☆☆
Ren-Kohontai	☆☆☆☆
Zenko-Tai	☆☆☆☆
Senpu-Zenku	☆☆☆☆
Koshu	☆☆☆☆
Koso	☆☆☆☆
Taiho-Getsuga	☆☆☆☆
Renkan-Sohi	☆☆☆☆
Kototai	☆☆☆☆

Back-Facing Attacks

Koshu-Getsuga	☆☆☆☆
Kokon-Uron	☆☆☆☆
Tobon-Kishin	☆☆

Throws

Senshi	☆☆☆☆
Tetsu-Kairi	☆☆☆☆
Ran-Saiwa	Low throw ☆☆☆

Tina Armstrong

Tina is a superstar in the world of women's wrestling, and the only daughter of the professional wrestler Bass. She is a woman of boundless ambition who thirsts for even greater fame and celebrity. Although she finally made her debut as a model following the last tournament, she now wants to be an actress. So, Tina decides to enter DOA one more time.



Nationality:	American
Gender:	Female
Birthday:	December 6, age: 22
Blood Type:	O
Height/Weight:	5'9", 123 lbs
Body size:	837" W24" H35"
Fighting style:	Pro wrestling
Occupation:	Pro wrestler
Likes:	Seafood
Hobbies:	Cycling, video games

Attacks

Machine Gun Middle	👊👊👊👊
Triple Elbow	👊👊👊👊
Combo Drop Kick	👊👊👊👊
Turn Uppercut	👊👊👊
Dolphin Uppercut	👊👊👊
Knee Hammer	👊👊👊
Leg Lariat	👊👊
Front Step Kick	👊👊👊
Crash Knee	👊👊👊
Short Range Lariat	👊👊👊
Elbow Suicide	👊👊👊👊
Front Roll Elbow	👊👊👊👊
Front Roll Kick	👊👊👊
Flying Body Attack	Next to wall 👊👊👊👊

Throws

Giant Swing	Throw combo 👊👊👊👊👊👊👊👊
J.O.S.	Throw combo 👊👊👊👊👊👊👊👊
Trans Four Leg Lock	Low throw combo 👊👊👊👊👊👊👊👊
Cross Spiral Bomb	With opponent in air 👊👊👊
Diamond Cutter	When crash knee hits opponent 👊👊👊
Shining Wizard	While running 👊👊👊

Bass Armstrong

Bass is an undefeated bad guy professional wrestler. Although Bass Armstrong has already retired from his job, he enters DOA to stop his daughter Tina from winning the tournament. Bass loves his daughter very much, but he has always wanted Tina to become a professional wrestler. Hearing that Tina now wants to be an actress, he is extremely upset. "Hey, I don't remember allowing you to become a model . . . Okay, young lady, you're grounded!"



Nationality:	American
Gender:	Male
Birthday:	July 4, age: 46
Blood Type:	O
Height/Weight:	6'5", 346 lbs
Body size:	856" W53" H54"
Fighting style:	Pro wrestling
Occupation:	Pro wrestler
Likes:	Sautéed chicken
Hobbies:	Motorcycles

Attacks

Wild Swing	👊👊👊👊
Stun Gun Chop	👊👊👊👊
Elbow Gong	👊👊👊👊
Rising Palm	👊👊
Buffalo Crush	👊👊👊
Jumping Knee	👊👊
Knee Hammer	👊👊👊
Flying Body Press	While running 👊
Hell Stab	👊👊👊
Muscle Elbow	👊👊👊👊
Flying Cross Chop	👊👊👊👊
Bear Scissors	👊👊👊👊
Buffalo Train	👊👊👊👊
Low Drop Kick	👊👊👊

Throws

Manhattan Driver	Throw combo 👊👊👊👊👊👊👊👊
Super Freak	👊👊👊👊
T.F.B.B.	👊👊👊👊
Bass Bomb	Low throw 👊👊👊
Catching Hammer Throw	Throw combo With opponent in air 👊👊👊👊
Lift Up	With opponent on ground 👊👊👊

Leon

Rolande, a woman thief of the Silk Road, died saying, "The man I love is the strongest man in the world." In order to justify his lover's last words, Leon entered the last DOA, only to be defeated. With memories of Rolande still haunting him, Leon declares, "I shall win this time," pledging his all upon the grave of a woman whose body lies buried beneath the desert floor.



Nationality:	Italian
Gender:	Male
Birthday:	March 14, age: 42
Blood Type:	B
Height/Weight:	6'4", 282 lbs
Body size:	B53" W47" H48"
Fighting style:	Russian Martial Arts
Occupation:	Mercenary
Likes:	Pizza
Hobbies:	Gardening

Attacks

Storm Hammer	👊👊👊👊
Rush Tomahawk	👊👊👊
Smash Giant Uppercut	👊👊👊👊
Pierce Fist	👊👊👊
Shoulder Tackle	👊👊👊
Solid Cannon	👊👊
Giant Uppercut	👊👊
Knee Lift	👊👊
Scimitar Lock Heel	👊👊👊👊
Trap Heel Hammer	👊👊
Flame Hammer	👊👊👊👊
Arm Grenade	👊👊👊👊
Revenge Double Hammer	👊👊👊👊
Body Sobat	👊👊👊
Turn Low Javelin	👊👊👊👊

Throws

Mount Punch	👊👊👊👊👊👊👊👊
Shoulder Breaker	👊👊👊👊👊
Desert Arm Bar	👊👊👊👊👊👊👊👊
Crazy Crash	👊👊👊👊👊👊👊👊
Catapult Throw	👊👊👊👊👊👊👊👊

Bayman

This professional assassin acquired his commando-style martial arts in the military. Donovan, who once requested the task of assassinating Fame Douglas, sent a sniper to dispose of Bayman, but Bayman easily quashed this feeble attempt on his life. In retaliation against his former client, Bayman decides he'll show up at DOA.



Nationality:	Russian
Gender:	Male
Birthday:	October 10, age: 31
Blood Type:	B
Height/Weight:	6'0", 231 lbs
Body size:	B47" W36" H37"
Fighting style:	Russian Martial Arts
Occupation:	Assassin
Likes:	Beef Stew
Hobbies:	Chess

Attacks

Tomahawk Elbow	👊👊
Smash Uppercut	👊👊👊
Break Shot	👊👊👊
Sidewinder	👊👊👊
Fire Bullet	👊👊👊👊
Charging Bolt	👊👊
Blast Low Javelin	👊👊👊👊
Flame Stinger	👊👊👊
Side Edge Trass	👊👊👊👊
Spike Shoulder	👊👊👊
Cannonball Shot	👊👊👊👊
Combo Heel Hammer	👊👊👊
Storm Blast Trass	👊👊👊👊
Charging Tiger	👊👊👊👊
Turn Blade	👊👊

Throws

S.T.F.	👊👊👊👊👊👊👊👊
Jail Lock Knee	👊👊👊👊👊👊👊👊
Quebradora Congiro	👊👊👊👊👊
Crazy Crash	👊👊👊👊👊👊👊👊
Ground Submission	👊👊👊👊👊👊👊👊

Jann Lee

Jann Lee, the fighter without a cause, still walks a lonely path. Though the reputation of Jann Lee - the Dragon, as he is called - is universal, his search for a stronger enemy never ends. His presence is still prominent in DOA, and his battle cry can still be heard.



Nationality:	Chinese
Gender:	Male
Birthday:	November 27, age: 20
Blood Type:	AB
Height/Weight:	5'8", 165 lbs
Body size:	B39" W31" H36"
Fighting style:	Jeet Kune Do
Occupation:	Bouncer
Likes:	Hamburger
Hobbies:	Watching action movies

Attacks

Dragon Cannon	★★★★
Dragon Fist	★★★★
Upper Blow	☆★★★★
Body Uppercut	☆★★★★
Flash Spin Kick	★★★★☆
Dragon Blow	★★★★☆
Dragon Knuckle	★★★★☆ While crouching
Dragon Storm	★★★★☆
Triple High	★★★★☆
Dragon Kick	★★★★☆
Double Upper Kick	★★★★☆
Dragon Step Middle	★★★★☆
Snap Spike Kick	★★★★☆
Dragon Strike	★★★★☆
Dragon Elbow	★★★★☆
Dragon Flame	★★★★☆

Throws

Dragon Gunner	★★★★☆
The Way of the Dragon	★★★★☆
Bulldogging Head Lock	★★★★☆ Throw combo
Front Face Lock	★★★★☆ Low throw

Leifang

Leifang is known to many as the young genius of Tai Chi Quan. Ever since Jann Lee saved her from a gang of thugs, she has entered DOA to test her skills against his. Jann Lee has demonstrated his superior skills in the last two tournaments, but Leifang won't let that stop her. "This time... This time, I am going to beat him!"



Nationality:	Chinese
Gender:	Female
Birthday:	April 23, age: 19
Blood Type:	B
Height/Weight:	5'4", 110 lbs
Body size:	B34" W22" H34"
Fighting style:	Tai Chi Quan
Occupation:	College Student
Likes:	Chinese Dessert
Hobbies:	Aroma therapy

Attacks

Benkan-Sho-Kinda	★★★★
Benkan-Soan	★★★★
Choshitsu-Hoshin-Geki	★★★★☆
Joho-Shichi-Sei	★★★★☆
Hoto-Shu	★★★★☆
Shichi-Sun-Ko	★★★★☆
Sofu-Kanji	★★★★☆
Senkyu-Ren-Tai	★★★★☆
Sanren-Kyaku	★★★★☆
Bun-Kyaku	★★★★☆
Tessa	★★★★☆
Hoko-Kisan	★★★★☆
Hakkaku-Kyoshu	★★★★☆
To-To-Ho	★★★★☆
Haisetsu-Ko	★★★★☆
Senpu-Kyaku	★★★★☆

Throws

Roshitsu-Yoho	★★★★☆
Takuchu-Ken-ko	★★★★☆ Throw combo
Rinei-Hsui	★★★★☆
Toitsu-Kon	★★★★☆ Low throw

Christie

Possessed of all the characteristics required of an assassin, this cold-blooded woman has undergone the ultimate adaptation - excelling in the art of She Quan, which she employs to the fullest. Christie has been hired by Donovan, leader of DOATEC's anti-Douglas faction, and enters DOA in order to keep an eye on Helena.



Nationality:	English
Gender:	Female
Birthday:	December 18, age: 24
Blood Type:	B
Height/Weight:	5'10", 126 lbs
Body size:	B37" W23" H35"
Fighting style:	She Quan
Occupation:	Assassin
Likes:	Tomato juice
Hobbies:	Driving

Attacks

Jakei-Renbu	☆☆☆☆☆
Ben-Soja-Dako	☆☆☆☆☆
Dokuja-Hangeki	☆☆☆☆☆
Dokuja-Tsufu	☆☆☆☆☆
Dokuja-Koto	☆☆☆☆☆
Dokuja-Hisbo	☆☆☆☆☆
Keppo-Tokiyaku	☆☆☆☆☆
Ben-Kosen	☆☆☆☆☆
Dokuja-Chobi	☆☆☆☆☆
So-Hien	☆☆☆☆☆
Zenteki-Sensu	☆☆☆☆☆
Toku-So-Soku	☆☆☆☆☆
San-To-Ja	☆☆☆☆☆
Dokuja-Hiten	☆☆☆☆☆
Soja-Tensho	☆☆☆☆☆
Zenten-Dokuja	☆☆☆☆☆
Koshu-Tai	☆☆☆☆☆

Throws

Dokuja-Senraku	☆☆☆☆☆
Dokuja-Shutai	☆☆☆☆☆
Ren-Choshitsu	☆☆☆☆☆

Helena

Helena is the illegitimate daughter of the coupling between Fame Douglas, leader of DOATEC, and his mistress. Whether she likes it or not, she is dragged into the intertwined conspiracies within the huge DOATEC organization as the only living relative of Douglas. Captured at last by the anti-Douglas faction of DOATEC, Donovan challenges her to win in the DOA tournament. If she really wants the truth, she has no choice but to fight.



Nationality:	French
Gender:	Female
Birthday:	January 30, age: 21
Blood Type:	AB
Height/Weight:	5'7", 108 lbs
Body size:	B35" W22" H34"
Fighting style:	Pi Qua Quan
Occupation:	Opera Singer
Likes:	Blanc Manger
Hobbies:	Walking

Attacks

Kasui-Sho	☆☆☆☆☆
Geimen-Iitai-Kataku-Sho	☆☆☆☆☆
Hekiro-Kasui-Sho	☆☆☆☆☆
Senten-Koshu-Tai	☆☆☆☆☆
Saho-Sobeki-Sho	☆☆☆☆☆
Sobeki-Sho	☆☆☆☆☆
Rekkai-Kyaku	☆☆☆☆☆
Rigo-Tai	☆☆☆☆☆
Shashu-Ki-Kyaku	☆☆☆☆☆
Hoken-Soto	☆☆☆☆☆
Bokuho-Sen-Kyaku	☆☆☆☆☆
Uryu-Banda	☆☆☆☆☆
Zenteki-Koso-Tai	☆☆☆☆☆

Bokuho Attacks

Sensho-Koso-Tai	☆☆☆☆☆
Banchu-Sen-Kyaku	☆☆☆☆☆
Junho-Shocho	☆☆☆☆☆

Throws

Sen-Meki	☆☆☆☆☆
Yoshi-Nyurin	☆☆☆☆☆
Yoto-Haibi	☆☆☆☆☆
Shosen	☆☆☆☆☆

Hayate

Hayate is the brother of Kasumi and Ayane, and also the 18th leader of the "Mugen Tenshin" style. He was the subject of DOATEC's experimental superhuman project (Project Epsilon), in which he lost his memory. But, in the last tournament, he recovered his memory and was officially ordained as leader of the Mugen Tenshin style. He is now set to enter DOA again in order to defeat Genra, the superhuman created as a puppet of DOATEC's Project Omega.



Nationality: Japanese

Gender: Male

Birthday: July 3, age: 23

Blood Type: A

Height/Weight: 5'11", 165 lbs

Body size: B43" W33" H39"

Fighting style: Mugen Tenshin Style
Ninjutsu Tenjin Mon

Occupation: Ninja

Likes: Sushi, Sukiyaki

Hobbies: Judo, Zen

Attacks

Renzoku-Kaizetsu

Renzoku-Juji-Kyaku

Zanshin

Mugen-Rento

Hekiku-Tensho

Sho-Hatotsu

Rai-Getsurin

Chiru-Shu

Nagare-Zuki

Tenko-Kyaku

Yoroi-Nuki

Kasane-Ate

Tenshin-Shosho

Juji-Kyaku

Hien-Sho-Kyaku

Shirin-Gasane

Throws

Kagero-Mawari

Naraku

Mugen-Raimai-Kyaku

So-Getsurin

Ayane

Ayane is a half-sister of Kasumi and Hayate. Ayane's former teacher and foster parent, Genra, the leader of the Mugen Tenshin style in Hajin Mon, has disappeared. Ayane, now the most powerful Shinobi in Hajin Mon, learns that Genra has been turned into a puppet by DOATEC and its dastardly Omega Project. Seeing what has become of her beloved father figure, Ayane realizes that fate commands her to put Genra out of his misery.



Nationality: Japanese

Gender: Female

Birthday: August 5, age: N/A

Blood Type: AB

Height/Weight: 5'2", 104 lbs

Body size: B37" W21" H33"

Fighting style: Mugen Tenshin Style
Ninjutsu Hajin Mon

Occupation: Ninja

Likes: Mamon glazes

Hobbies: Beauty Treatment

Attacks

Benjin-Ryugaku-Sen

Benjin-Koeiso

Fuzan-Ryubu

Jirai-Enjin

Rasen-Urajin

Sajin-Shu

Soten-Kyaku

Ryugaku-Sen

Eiko-Fujin-Sai

Genmu-So

Sho-Ayane

Back-Facing Attacks

Rashin-Eiko-Sai

Kaza-Matsuri

Ei-Getsurin

Koku-So

Throws

Kiri-Madoi

Ryugaku-Ko

Tsurara-Otoshi

Yami-Garasu

With your back facing opponent

Setsuma-Otoshi

Low throw



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This warranty shall not apply if the disc has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the disc develops problems after this 90-day warranty period, you may contact the Tecmo Consumer Division at the phone number noted above. If the Tecmo Service technician is unable to solve the problem by phone, he may provide you with a return Authorization number. You may then record this number on the outside packaging of the defective disc and return the defective disc freight prepaid to Tecmo, enclosing a check or money order for \$10.00 payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above, repair the disc or replace it with a new or require disc. If replacement discs are not available, the defective disc will be returned and the \$10.00 payment refunded.

WARRANTY LIMITATION:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENTS SHALL TECMO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. The provision of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal right, and you may also have other rights which vary from state to state.

TECHNICAL SUPPORT: (310)944-5005

Our office is in operation from 9:00 a.m. to 4:00 p.m. Pacific Time, Monday through Friday.